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Hordes Gargantuans (SC)



Customer Reviews

If you're familiar with Hordes or its big brother Warmachine, you know that they are two parts of a miniatures wargame about enormous raging beasts battling each other, as well as multi-ton steam-powered mecha, under control of warrior-mage warlocks. It's a rich setting, with extensive story-driven plot and background. Mechanically, this book continues the introduction of huge-based miniatures, in this case gargantuan warbeasts to parallel Warmachine's colossals. As a casual player, I found the colossals impressive, but a major purchase and time investment to paint, so the value of a book with rules focused on more colossals seemed limited to me. As a result, I didn't rush out and buy Gargantuans right away. That was my mistake! Privateer Press did an excellent job stuffing this book with content, including new warlocks, units, and of course the exciting new gargantuans. Gargantuans are some of the biggest and most expensive units to grace the battlefield. By most reports, Privateer Press did an excellent job with the gargantuans in terms of balance, making them excellent units without being overpowering. Walking through the gargantuans, I like the new models for all four core factions, with each one looking like they would be a solid addition to a Hordes army. The warlocks introduced in this book look generally solid, with the goat-mounted (seriously!) Circle Orboros warlock Morvahna the Dawnshadow and the Blindwater Congregation's first bog trog warlock as particular standouts in my eyes. The biggest improvement over Warmachine: Colossals is that in addition to a new warlock and gargantuan, the book also introduces a number of new units, warbeasts, and solos per faction. The variety of options this book adds to the game makes it a standout, with intriguing units like the Legion of Everblight Beast Mistress and the Warmachine-friendly Gobber Tinker standing metaphorically shoulder-to-shoulder with their taller gargantuan brethren. Overall, Hordes: Gargantuans is a must-have for fans of Privateer Press's miniatures wargame. If the game interests you at all, you should pick up a copy at once!

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